Yaseen Patel

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EDUCATION

University of California, Irvine   **GPA: 3.50**
B.S. in Computer Science   *Expected Graduation, June 2026*

EXPERIENCE

Software Engineering Fellow   *Jun 2024 – Present*
Headstarter AI   *Long Island City, New York*

- Building 5+ apps and APIs using Nextjs, OpenAI, Pinecone, StripeAPI with 96% accuracy as seen by 1000 users with mentorship from Amazon, Bloomberg, and Capital One engineers on Agile, CI/CD, Git and Git.
- Developed projects from design to deployment leading 2 engineering fellows using MVC design patterns.

NCAS Mission 1: Discover   *Apr 2022 – Aug 2022*

- Conducted in-depth research to uncover opportunities, trends, and challenges for NCAS, focusing on cost-effective, efficient solutions and emerging technologies aligned with the organization's mission.
- Collaborated with partners, community members, and experts to gather diverse insights. Fostered meaningful relationships for a complete understanding of the landscape, informing decisions for Mission 1: Discover at NCAS

Private Coding Tutor   *Aug 2021 – Jun 2024*

- Performed private tutoring for middle/high school students, achieving a 30% improvement in their coding skills through interactive lessons, clear explanations, hands-on activities, and patient guidance.
- Provided parents with regular updates on their child's progress, fostering transparency and collaborative support for educational success.

PROJECTS

Weather Predictor   *Jan 2024*

- Leveraged Web API calls to Nominatim and the National Weather Service, facilitating precise geocoding and real-time weather data retrieval with 90% accuracy, including descriptive hourly forecasts spanning the next 7 days.
- Adopting a sophisticated object-oriented approach, the code introduces classes to condense functionalities related to geocoding and weather information retrieval, strategically incorporating class-level constants for API endpoints.
- Employed static methods in classes to handle HTTP request, error handling, and data manipulation, promoting modularity and encapsulation, elevating the overall organization and codebase.

AI Connect Four   *Nov 2023*

- Implemented a python shell and network-based version of the game using user configurable board and intuitive move input.
- Connected to an online server and implemented a protocol to enable network play against an online AI.
- Efficiently utilized reusable components, achieving a 25% reduction in development time, with a strong emphasis on code modularity and error handling featuring user-friendly error messages.

Data Structures   *Aug 2023 – Dec 2023*

- Implemented a doubly linked list for operations like palindrome checking, list reversal, and value swapping
- Developed data structures including a binary search tree for 20 accounts with insert and search functionalities, and a program to manage graphs through an adjacency list by adding and removing vertices and edges.

SKILLS

Skills/Frameworks: C, C++, Python, Flask, JavaScript, HTML, Assembly, Microsoft Visual Studio, IDLE, Git
Certifications: AWS Cloud Practitioner
Awards: x4 Honors Roll, UCI CS Distinguished Student
Relevant Coursework: Data Structures & Algorithms, C++ Programming, Python Programming with Libraries, Computer Discrete Mathematics, Computer Organization and Assembly Language, Statistics